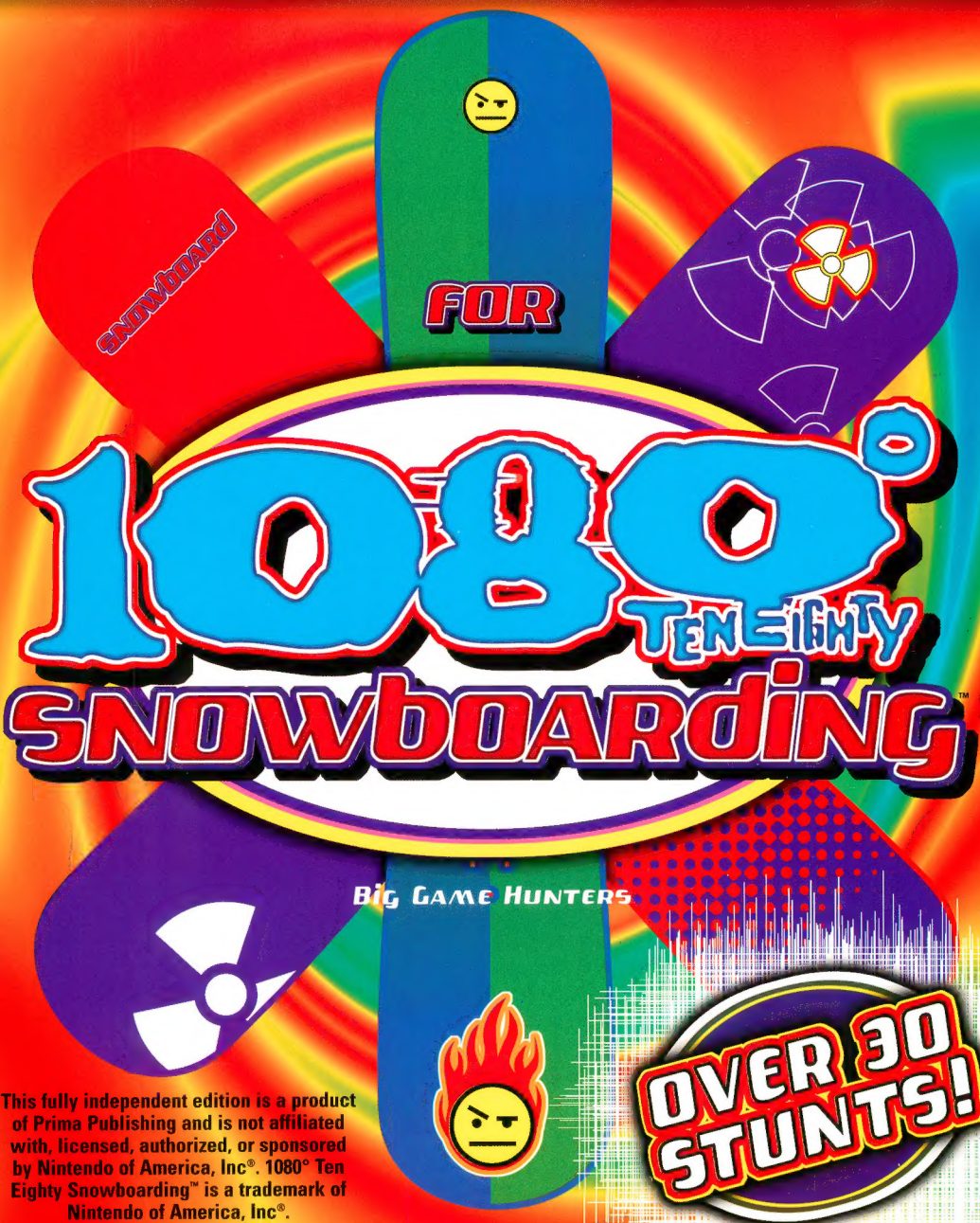


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1080 DEGREE SNOWBOARDING™

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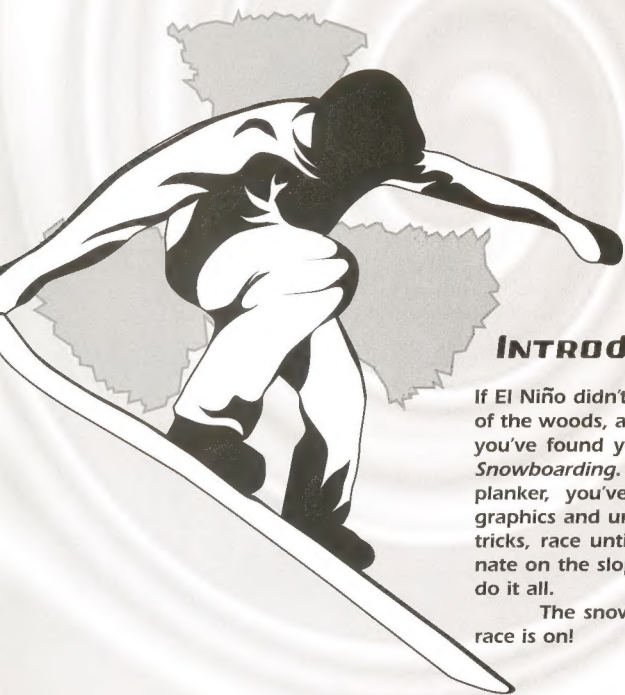
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1080 DEGREE SNOWBOARDING

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INTRODUCTION

If El Niño didn't dump enough snow in your neck of the woods, and you're itching to hit the slopes, you've found your salvation in Nintendo's *1080° Snowboarding*. Even if you're a traditional two-planker, you've gotta check out the beautiful graphics and unending gameplay. Pull some phat tricks, race until dawn, or find a friend to dominate on the slopes. This guide shows you how to do it all.

The snow is crisp, the sky is blue, and the race is on!



CHAPTER ONE

GET ON BOARD!

MAIN MENU

Pop the game in the console and hit the power button. After viewing the Animated Motion Video (AMV) for a minute or two, press Start and choose from the following options.

MATCH RACE

This is a head-to-head race against the best boarders in the game.

Speed and control will be the major factors here, so make sure your edges are sharp and your board freshly waxed. You have only three retries to make it through the entire competition.

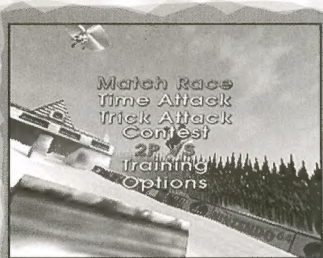


At first, you can select only Normal difficulty. After completing each season, then you may move on to higher difficulty levels.

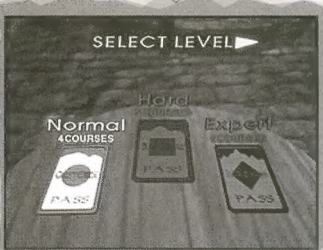
- Normal: Besides being only four courses long, at this difficulty level the racers you compete against are more apt to take the jumps, so you can overtake them more easily.
- Hard: At this difficulty level the contest is five courses long, and the other racers will stay clear of most jumps. Their boards are a bit faster here than in Normal mode, so you must do a lot more crouching to get an edge.
- Expert: Hey, when did the weather change? That's right — snow is falling, and the courses are a little harder to see. Opponents are looking for the quickest line down the mountain, and will take jumps only to mock you when you're far behind.



At Expert, you'll have six courses in all. The last, Deadly Fall, is a wide-open course that pits you against a kind of icy Silver Surfer. Oh — and you get the big cinema at the end, so don't be too quick on the A button.



From the first screen, highlight Match Race



This is the only mode where you can select your difficulty.

TIME ATTACK



Look around the lodge and select your character. Press A to view its attributes.



NOTE

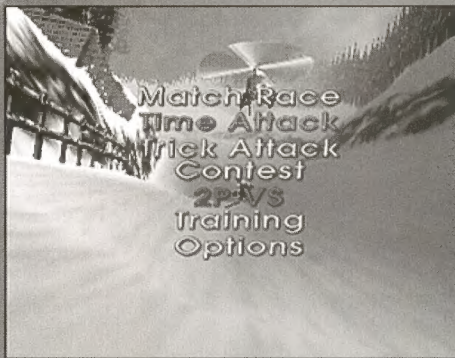
You may race only the first four courses unless you've unlocked the other two in Match Race mode. Once you do, Time Attack mode is a good place to practice the routes on the course until you get the hang of it.



Select your board. The Tahoe editions are best for Match Racing, because they have the highest speed capabilities.



Hey, check this out. You can choose to ride Regular or Goofy Foot.



Highlight Time Attack on the main menu: Press the B button.

Look around the lodge and select your character. Press A to view its attributes.



Trick Attack

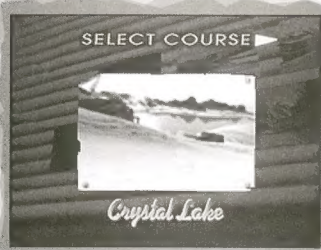
Getting down the mountain is one thing, but getting down with *style* is another. This mode is all about style — pulling phat tricks and stomping them down. Points accrue for time, and you get two seconds for each gate you hit, so keep the red ones on the right and blue ones on the left. Of course, you'll have to pull off some wicked combos to place, and perfectly evil ones to take first place.



Select your board from the wall rack. One of the Tahoe editions is probably a good pick for this type of racing.



Again, you can select Regular or Goofy stance — cool!

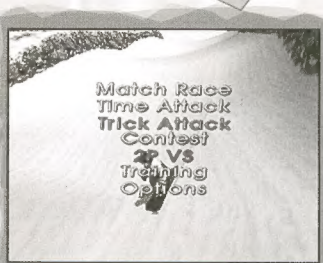


In Time Attack, you can select your course from among six possibilities.

Remember, it's you against the clock.



Select Trick Attack from the main menu, and get ready for some big air.



Look around the lodge. Ricky or Akari are the best picks here.



SELECT BOARD

B-Line 154

EDGE CONTROL

ACCELERATION

RESPONSE

STABILITY

FLEX

Pick out a board with good acceleration and flex.

Goofy Foot or Regular?

SELECT BOARD

EDGE CONTROL

ACCELERATION

Goofy ▶

RESPONSE

STABILITY

FLEX

CONTEST

This mode combines elements of both trick riding and slalom racing. To continue through the entire competition, you must finish each race. During the slalom courses, you'll receive points for hitting gates and pulling tricks. Each gate you hit also will give you an extra two seconds to get down the mountain. Remember, there are no retries in this event: You run out of time, you start over, Jack. When you finish all the courses, you can enter your name in the high scores.

SELECT COURSE

*Crystal Lake*

Select your course. Try the Halfpipe for the big fun!

SELECT BOARD

Tahoe 155

EDGE CONTROL

ACCELERATION

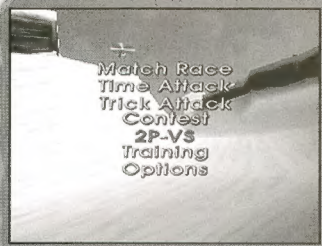
RESPONSE

STABILITY

FLEX

The Tahoe series is a good choice for Contest mode.

2PLAYERVS



Make sure you have two controllers plugged in and select 2P-VS from the main menu.

Plug in an extra controller and wake up your roommate. Player 1 will be at the top of the screen, Player 2 at the bottom. This is a fight to the finish, and the first one down the mountain wins!



Player 1 selects a rider from the top half of the screen, and Player 2 selects from the bottom half.



The handicap can be turned on or off, depending on player experience. If you're playing against your little sister, turning her handicap on will allow her to catch up should you get too far ahead.



Players now select their respective boards (yes, you can select the same board) and whether they're Regular or Goofy.



Select the course. Deadly Fall is a great two-player run.

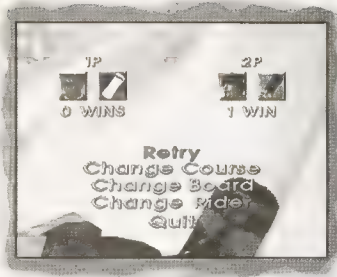


To race on Deadly Fall, you first must unlock it during Match Race mode, beating all five races on the Hard setting.



The two-player split screen.

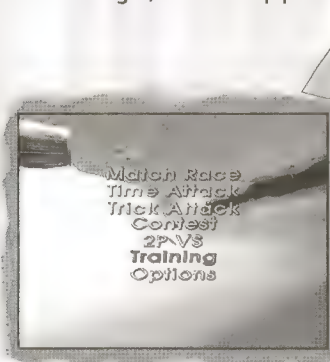
At the end of the race, you can Retry, change courses, riders, or boards, or quit altogether. Notice how the game keeps track of how many wins each player racks up: no arguments.



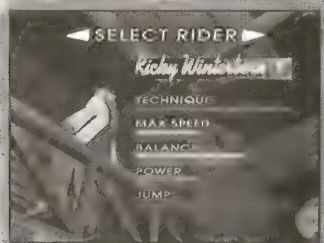
TRAINING

You say you don't know a fakie from a stiffy? This mode will educate you — take you to school, you might say. Each racer can do a different set of tricks. When the yellow button appears on the screen, press it to view that rider's tricks. Those tricks that appear cleared out aren't available for that particular thrasher.

As you pull off each trick, directions for the next on the list will appear. The impatient can simply scroll down the list of tricks and press the A button to display each as you try and school yourself. Pull off the trick successfully, stomp the landing, and the next trick will appear. For more air, take the path to the right, or the halfpipe to the left. The jumps in the middle are strictly for beginners.



Selecting the Training mode.



Good Choice! Ricky is one of the best jumpers around.



Select your board and figure out your stance. If you want to make it easy on yourself here, use the Merlot. For spin tricks, it rocks!

CHAPTER TWO

RIDER STATS

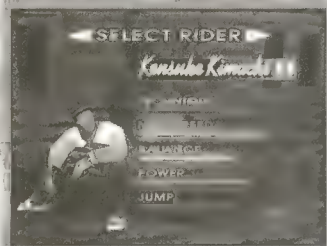
KENSUKE KIMACHI

- **Archenemy:** Dion Blaster
- **Musical Preference:** Hard-core thrash and Hanson
- **Favorite Food:** Rocky Road
- **We used him:** For the Match Race, until we came up against Dion.

Kensuke's Abilities

Attribute	Scale 1-10
Technique	8
Max Speed	8
Balance	6
Power	7
Jump	6

Kensuke is Japan's top rider. He's a good all-around choice for beginner and intermediate players. Don't expect too much from him in the halfpipe, and you won't be disappointed.

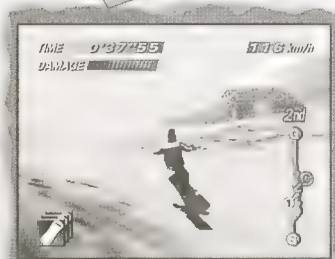


KENSUKE'S MOVES

Kensuke can do the following tricks:

- Melancholy
- Method
- Indy
- Nose Grab
- Tail Grab
- Stiffy
- Mute Grab
- Stalefish
- Indy Nosebone

Kensuke's top speed: 116 kmh.



Kensuke can't do the following tricks:

- Lien Air
- Shifty
- Tweak
- Front Flip
- Back Flip
- Panda Tweak
- One Foot

DION BLASTER

- **Archenemy:** Akari Hayami. He's jealous of her jumping abilities.
- **Musical Preference:** Celine Dion, Dionne Warwick
- **Favorite Food:** Pez
- **We used him:** To finish off the Match Race when Kensuke started letting us down.

Dion's Abilities

Attribute	Scale 1-10
Technique	4
Max Speed	10
Balance	5
Power	8
Jump	6

He's a rough-and-tumble type from Great Britain. The best thing about Dion is his large frame and high power rating, which makes him almost impervious to collision with other racers. He's not so great with the trick stuff, but usually will stick easy jumps during time trials and such.

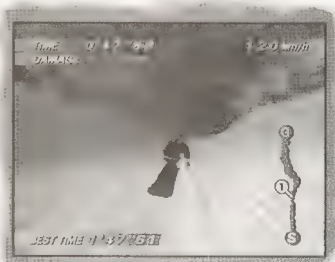


DION'S MOVES

Dion can rip on the following moves:

- Lien Air
- Method
- Indy
- Nose Grab
- Tail Grab
- Stiffy
- Mute Grab
- Stalefish
- Indy Nosebone

Dion's top speed: 120 kmh.



Dion won't be able to pull off the following moves:

- Melancholy
- Shifty
- Tweak
- Front Flip
- Back Flip
- Panda Tweak
- One Foot

Rob Haywood

- **Archenemy:** Ricky Winterborn. Just hates him.
- **Musical Preference:** Doesn't really have any, but hates Smashmouth.
- **Favorite Food:** Gummi Worms
- **We used him:** For Contest mode.

Rob's Abilities

Attribute	Scale 1-10
Technique	8
Max Speed	9
Balance	7
Power	6
Jump	6

Rob's just a good ol' boy from the USA.

He's a little cocky, and has a right to be. He's good all around, and has some great attributes. He's probably the easiest to learn.



Rob's Moves

Rob can nail the following tricks:

- Lien Air
- Shifty
- Tweak
- Nose Grab
- Tail Grab
- Stiffy
- Mute Grab
- Stalefish
- Indy Nosebone

Rob's top speed:
118 kmh.



Rob can't even attempt the following moves:

- Melancholy
- Method
- Indy
- Front Flip
- Back Flip
- Panda Tweak
- One Foot

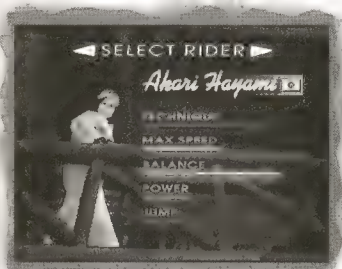
AKARI HAYAMI

- **Archenemy:** Tooth decay. Oh, and she has a love/hate relationship with Blaster. Seems she's jealous of his speed, but loves that Mohawk thingy.
- **Musical Preference:** New Country
- **Favorite Food:** Calamari
- **We used her:** On Air Make, for a while.

Akari's Abilities

Attribute	Scale 1-10
Technique	8
Max Speed	5
Balance	9
Power	3
Jump	8

Not bad, for a girl. Akari's best moves will be on the Trick Attack courses. She's so light, she can stay in the air for great lengths of time, allowing for some of the best combos. Expect her to get pushed around when you get too close to another racer: If you're using her on the downhill, take note.



CHAPTER TWO:
RIDER STATS

AKARI'S MOVES

Akari can manage the following tricks:



- Melancholy
- Method
- Tweak
- Nose Grab
- Tail Grab
- Stiffy
- Mute Grab
- Stalefish
- Indy Nosebone

Akari's
top
speed:
133
kmh.



Akari can't perform these moves:

- Lien Air
- Shifty
- Indy
- Front Flip
- Back Flip
- One Foot
- Panda Tweak

Ricky Winterborn

- **Archenemy:** Rob Haywood. He owes him money.
- **Musical Preference:** Rush, Bryan Adams
- **Favorite Food:** Biscuits with mustard, *mmm-mmm*
- **We used him:** For the Trick Attack — because he rules, eh?

Ricky's Abilities

Attribute	Scale 1-10
Technique	10
Max Speed	4
Balance	7
Power	4
Jump	10

Ricky's from Canada, and has pretty good all-around capabilities.

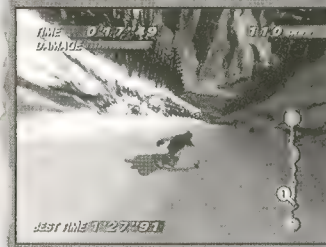
His technique is impeccable, and he can hang up in the air for days. Careful with him during Time Trials and the like — he's not the fastest car on the block.



MOVES

- Lien Air
- Shifty
- Indy
- Nose Grab
- Tail Grab
- Stiffy
- Mute Grab
- Stalefish
- Indy Nosebone

Ricky's top speed: 111 kmh.



Ricky can't handle the following moves:

- Melancholy
- Method
- Tweak
- Front Flip
- Back Flip
- Panda Tweak
- One Foot

CHAPTER THREE THE BOARDS

THE TAHOE 151

The Tahoe 151 is just about the best board in its class. Its edge control is unmatched by any board except its counterpart, the Tahoe 155.

The acceleration you can get from the 151 is astounding. Again, the only board with better pick-up-and-go is the Tahoe 155. Its response is also loaded to the max. The 155 can only match its stability; this one won't let you down. This board's flex solidifies it as the top choice for jumps and speed.

RIDER COMPATIBILITY

Using this board with Dion Blaster or Kensuke Kimachi is a no-lose situation in the Match Race or the Halfpipe.



THE MERLOT 147

A well-rounded board, the Merlot 147 isn't a top performer in any category, but its response and stability keep up with the best of them. You'll notice when cutting into the turns that this board floats a bit. It won't cut into the snow for a sharp turn, but for doing tricks, why worry about slowing down? It's a bit stiff in the flex department, so keep it off of the Air Make jump.

RIDER COMPATIBILITY

Anyone who wants to come in last and get no points.

The B-Line 149

This is the next best thing to having a Scout. This board will give you more pleasure than riding a Merlot. It has average attributes. Its edge control will allow you to keep up with a Scout or Tahoe rider. The flex is average for the high jumps, just a little stiff.

Rider Compatibility

Ricky Winterborn, Akari Hayami, and Rob Hayward's technique can make up for the B-Line 149's less-than-superior edge control.

The Scout 156

The Scout series gives the Tahoe series a run for its money. This board in particular is similar to the B-Line but is stronger in its response, which complements rider balance. Take 'er for a run; you won't be disappointed.

Rider Compatibility

Rob Hayward and Kensuke Kimachi's exceptional power and jump ability will complement this board.



THE TAHOE 155

We are not worthy! This is the monster you'll have to live with. This board won't let you down in any mode. In fact, once you get hooked on this one you'll probably wonder why this game offers a board selection at all. Only one board has a better attribute, and that would be the flex on the Scout Ltd. 162. The closest match to this board is the Tahoe 151. The flex on the 155 is just a little bit better.

RIDER COMPATIBILITY

This board will make anyone look good. Watch how well you can race with Kensuke and the Blaster!



THE SCOUT LTD. 162

If you don't want the same board your friend chose — the Tahoe 155 — choose this one. There's little difference between the two. The Scout Ltd. 162 is a little weaker in stability but makes up for it in flex. And the paint is much cooler!

RIDER COMPATIBILITY

Dion Blaster and Kensuke Kimachi's power will make up for this board's lack of stability. It's not all that bad, however. Compare the Merlot's.

THE MERLOT 143

Why you don't just try *barefooting* down the hill?! The good news is the Merlot has made a better board; the bad news is this is *not it*. If you're dead set on a Merlot, use the other one. This is the game's weakest board. See ya at the lodge!

Rider Compatibility

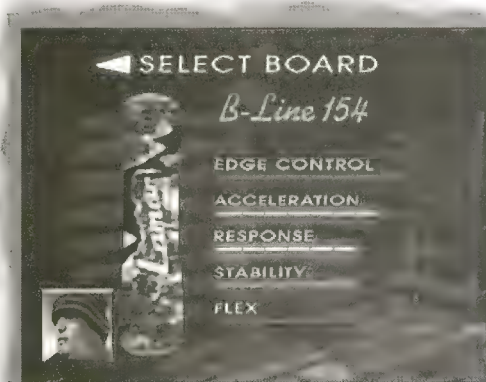
This one's slow as Christmas. Choose Santa Claus.

THE B-LINE 154

The new model B-Line has flex improvements. All its other attributes remain the same as the older model you'll find farther down the wall. If you like this model, then make a *beeline* for this board; it works well for tricks and jumps.

Rider Compatibility

Akari Hayami and Ricky Winterborn can pull off some phat tricks on this one.



CHAPTER FOUR

AIRBORNE: Tricks

GRAB TRICKS

Not all game characters can pull off all Grab Tricks. Refer to Chapter Two, "Rider Stats," to see who can do what tricks. The tricks faded out in the Training Mode Trick List are those your character can't do. Grab Tricks are easy and quite impressive! In Halfpipe competition, combining four or five of these quick little moves throws the combo scoreboard into chaos.

When you're learning these moves, remember that the '+' symbol means to press both indicated buttons at the same time. With all the Grab Tricks, the longer you hold them, the more points you'll accumulate.

Grab Tricks

Move	Trick	Points
B	Melancholy	100
B	Lien Air	100
Left + B	Method	200
Right + B	Indy	200
Right + B	Tweak	300
Up + B	Nose Grab	200
Down + B	Tail Grab	200
Up Left + B	Stiffy	250
Up Right+ B	Mute Grab	250
Down Left + B	Stalefish	250
Down Right + B	Indy Nosebone	250
Left + B	Shifty	300



The Lien Air



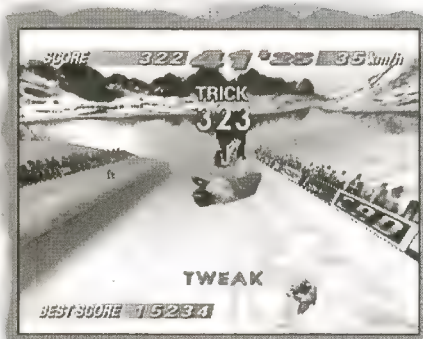
The Melancholy



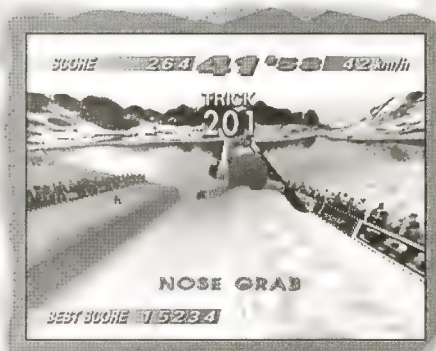
The Method



The Indy



The Tweak



The Nose Grab



The Tail Grab



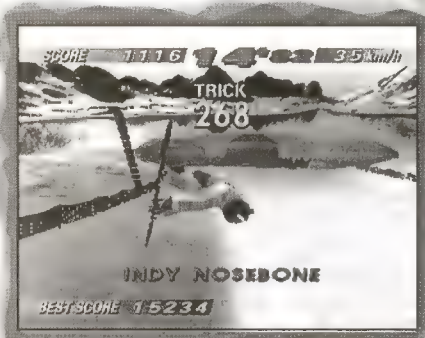
The Stiffy



The Mute Grab



The Stalefish



The Indy Nosebone



The Shifty

Spin Tricks

Welcome to the big leagues! These moves aren't impossible, but learning them can be frustrating for the impatient. What follows are a few things to remember when learning these moves for the first time.

- The A Jump button: If you're on the ground, you must use this to pull off any of these moves. Otherwise you're just goofy. When you're on the halfpipe, or when you want to get that extra lift off a berm, using the Jump button makes all the difference in the world. You can actually pull a 720 from a standstill jump. In fact, it's not a bad idea to practice it this way before jumping into 1080 school.
- The R button: As soon as you let go of that Jump button, you must press and hold the R button with the roll of the joystick. The trickiest part of doing the Spin Combos — besides the quick timing — is remembering to let go of the R button between moves.
- The 1080 Air Move: It's done like this — jump, then hold the R button at the same time you push the joystick forward and roll it around to execute a 360. Let go of the joystick and the R button at the same time, but just for a split second — because now you must start the next move. This is the same move as the last one, but this time hold down the B button *with* the R button and roll the 360. Now let go of the joystick and the R and B buttons for the same split second as last time and begin the last move. Hold the R button with the B and Z buttons and roll the joystick for the last 360.

You did it! Well, you will with a little practice. Again, the best place to do this is in the Training mode's Halfpipe. You must perform this move very quickly, as you'll find out when you pull a 720. You can't wait to continue the rest of the combo to see if you turned out a 360 successfully. The announcer will cut off his "Three-sixty!" cry just to scream "Seven-twenty!" It's all timing. Good luck!

Spin Tricks

Move	Trick	Points
Right Shoulder button + Left	180 Air	100
Right Shoulder button + counterclockwise turn on the joystick starting in the up position	360 Air	200
Right Shoulder button + counterclockwise turn on the Joystick starting in the up position, Right Shoulder button + Left	540 Air	250
Right Shoulder button + counterclockwise turn on the joystick starting in the up position, Right Shoulder button + counterclockwise turn on the joystick starting in the up position + B	720 Air	300
Right Shoulder button + counterclockwise turn on the joystick starting in the up position, Right Shoulder button + counterclockwise turn on the joystick starting in the up position + B, Right Shoulder button + Left + B	900 Air	500
Right Shoulder button + counterclockwise turn on the joystick starting in the up position, Right Shoulder button + counterclockwise turn on the joystick starting in the up position + B, Right Shoulder button + counterclockwise turn on the joystick starting in the up position + B + Z	1080 Air	3000



180 Spin



360 Spin



540 Spin



720 Spin



900 Spin



1080 Spin

SNOWBOARD TRICKS
AIRBORNE TRICKS

CHAPTER FIVE

COURSES



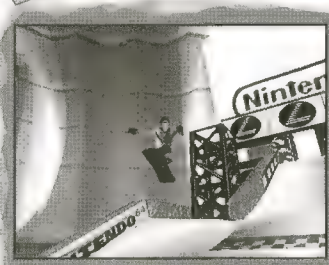
Make sure to get the Quick Start!



Crouch down for speed.



Use the Jump button at the end of the ramp to get that extra lift.



Show off your latest tricks!



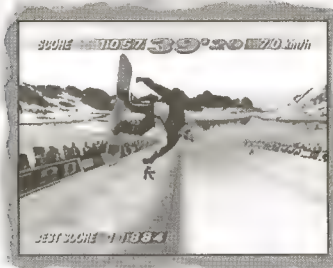
AIR MAKE TRICK ATTACK

Using Ricky Winterborn or Rob Haywood would be wise in this event. The other riders either lack skills or just can't land as well as these two. The points earned here are judged on the same system of scoring as the Half Pipe. Certain combinations of grabs and spins award you with different combo scores. Try mixing it up as much as you can to discover the big combo prizes. The judges really like it when you do opposite spins back to back and throw in some grabs for good measure. Pull a 1080 here and you'll rule!

Using the Jump button in the red zone on the end of the ramp will get you that bit of extra air you need to throw in those grab tricks. The landing is something you must get used to, but you'll get the hang of it after a few trial runs. You may have to lean forward or backward, depending on your character and the flex of your board, to stomp a landing in the Air Make.

HALF Pipe

TRICK ATTACK



Most riders can pull off some phat tricks here, but some excel. Kensuke and Dion usually get walked on in this competition. The scoring system is the same as in the Air Make event, but here you have more time, speed, and sometimes more height.



The more air time, the better the points. The bonus points you get for crossing the finish line early don't outweigh what you could get from possible combos up there in the air.



Throw in some opposite spins back to back, and then some grabs for good measure. Pull a 1080 here and watch your score go through the roof! Use the Jump button on the outer edge of the Half Pipe or you won't get anywhere.



Training mode is a good place to develop the skill you'll need to become a pro thrasher. Good luck.



The points are in the combos. Choose a board that will cut hard into the snow. The more you zigzag across the pipe, the more air time you'll get.



Combinations of grabs and spins award you with different combo scores. Mix it up as much as you can to land big combo prizes like 500, 1000, 1500, and 5000 points!



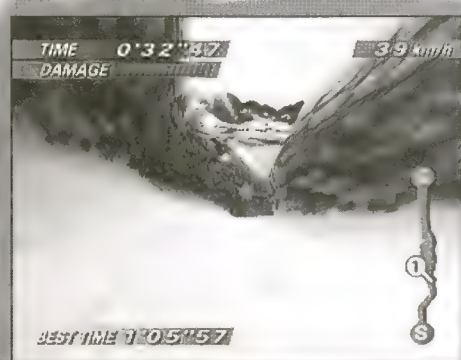
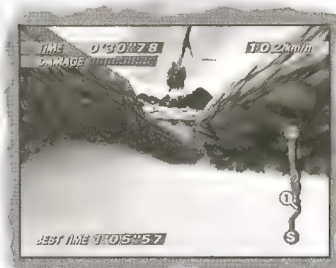


CRYSTAL LAKE MATCH RACE



1 From the start, go to the right of the first two berms. Your opponent always will take the left route, so avoid any unnecessary collisions: You could be the one left behind. If you can't or don't want to avoid these, make sure you lean forward on your descent; you're going downhill!

2 Remain in a crouch stance until you reach this first sharp left turn. You must lean and dig in hard on this one to make the next sharp right turn without eating the far-left wall. Now straighten it out and prepare for the first real jump.



- 3 Ready for your first flight lessons? This jump is a great first lesson in how gravity works with the flex of your board. For this particular jump, a quick and short pull down on the joystick will keep you from eating it! Two things: If it's your first time, don't hit the B-Jump button before leaving the cliff; just go straight off the ledge and pull back. This way you jump too far and must adjust for the angle of the upcoming icy mounds. Let go of the joystick as soon as you make the adjustment, though, or you'll keep leaning back farther and farther.



- 4 As soon as you land, you must decide whether to go left or right around the cabin. In the Match Race, taking the cabin route will shave a few seconds off your final time and put you ahead of the other rider if he or she is somewhat close to you beforehand.

As soon as you land from the jump, aim for the cabin to the right, fighting ice, g forces, and slippery embankments. As you near the top of the embankment just before the cabin, hit the Jump button to ensure you clear the wall, whether over the cabin roof, the ramp, or off the top of the wall.



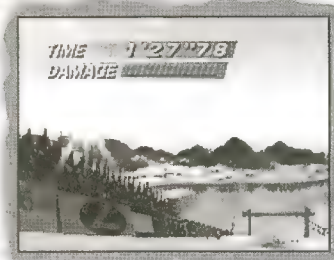
- 5 Stay cool at the end of this short-cut. If you're already hugging the left wall and preparing for the sharp left turn to avoid colliding with a large rock, there's no need to adjust your lean. Just let go of the joystick and let the snow guide you through the turn. Sometimes you can take the top of the snowy dividing wall and avoid that nasty turn altogether.



- 6 After you make it through the two doorways, stay left of the ramps. Don't take the ramps in Match Race; they'll only slow you down. When passing the first ramp, stay as close to it as possible. The deep snow there will pull you into the wall if you're not careful.

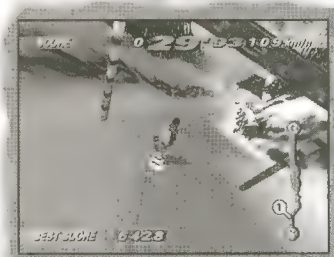
This is true for both sides of this ramp.

Staying to the left of the ramps pays off at the end of the race, when you don't have to slow down or jump to avoid the last two rocks.



CRYSTAL LAKE TRICK ATTACK

- 1 The first two berms you avoided in the race modes come in handy now. Hit the first bump and show off some amazing air tricks. Then pass through the first gate on the second berm to gain an extra 10 seconds. From there to the next gate there are plenty of opportunities to jump in the air randomly and perform some spin tricks. The nuttier you get, the better you'll do in this mode.



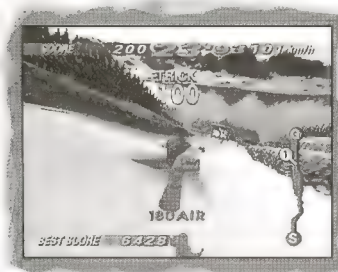
- 2 The second gate gives you an extra 15 seconds to make it to the end of the cliff and the next gate below. The cliff is your best opportunity in this mode to pull off some nice combos.



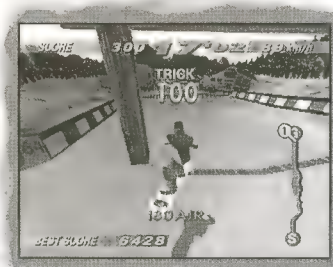
- 3 Passing through the third gate awards you with 20 more seconds. From there it doesn't matter whether you go behind the house or stick to the path. There isn't a gate on either side of the wall, but there are a few more jump opportunities if you stick to the path.



- 4 When you enter the fourth gate you'll have 15 extra seconds to make it to the next one. Make sure you use those snow-covered rocks to get in some air tricks.



- 5 The fifth gate will award you with 15 more seconds to make it to the goal. Look at your extra time and decide if there is enough left to mess around on the ramps.



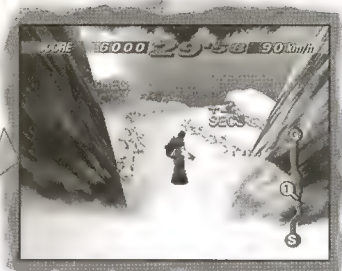
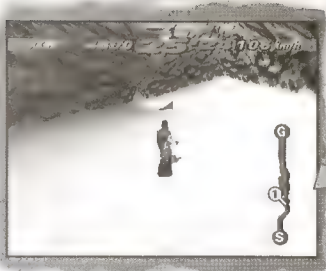
When you miss a flag on the course, the next one is worth only 100 points, and builds back up to 500. So? So do the math! Each flag you miss actually loses you 1500 points! You'll have noticed by now that you have no damage meter, so sometimes it's better to take a dive and save yourself some valuable points.

CRYSTAL LAKE CONTEST Mode

- 1 Take a sharp turn at the third flag and curve right around that mogul there (or pull a quick trick off the top of it, if you feel confident). If you follow its contour, you'll make the next flag easily. Stay in tight on the next berm; then cut over and across to make it through the next flags. Cut the blue flag by the railing pretty sharply, and slow for the next red flag (the one after that comes right away). In fact, take this next part rather slowly, pulling back a little on the joystick.



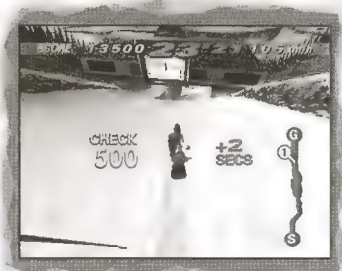
- 2 After getting through this tight turn, the next red flag signals the jump. Before the flag, cut your speed way back. Once you get used to this course, you can gain some extra points pulling some tricks here; but for now, take it nice and easy and land to the middle-right at the bottom. The blue flag makes you want to go farther right than you should: You'll miss the following red flag if you do.



- 3 When you come around this bend with the high, banked turns, try to head straight through the first flag and up on to the face of the next wall. The following red and blue flags will be easy this way. As you come around the third bend, *slow down!* The next two flags are quite close together, and besides, the wall wants to *meat* you.



- 4 Try not to snake back and forth too much here. Keeping a fairly straight line saves you time and gives you a chance to relax a little. Jump straight up onto this powdery ledge and head more or less straight for the left tunnel. The flags will practically line themselves up for you! After you enter the tunnel, you must take a quick right, though. Hey, it happens.



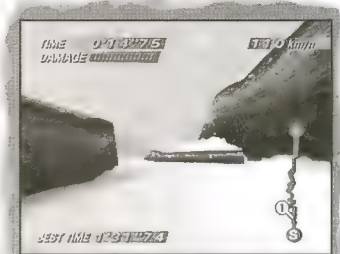
- 5 Relax and take the jumps after the tunnel straight up the middle. Nothing bad will happen to you, I promise. When you land off the second jump, you should make that red flag easily, but a blue flag hides right behind that little platform ahead.

Jumping up onto the platform will almost stop you dead. Instead, swing out to the left after the red flag and cut in right next to the edge of the hill. As soon as you see the blue flag, straighten out, and the last red flag takes you home, baby.

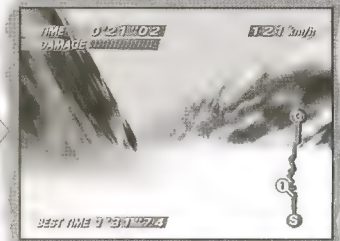


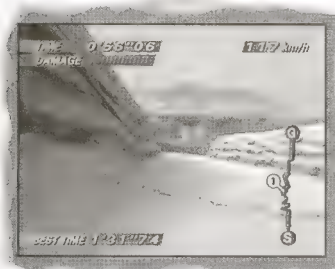
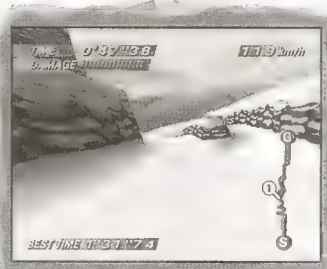
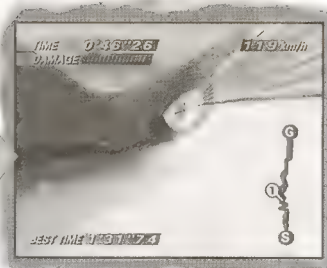
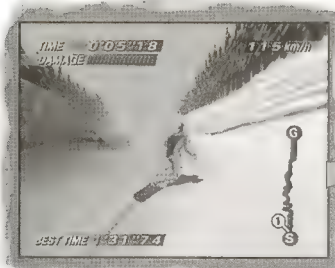
CRYSTAL PEAK MATCH RACE

- 1 Just before the first berm, the course will pull you toward the right wall. Don't fight it; just go around the berm on the right side and up on the high road. Stay to the right until the course makes a sharp left turn.



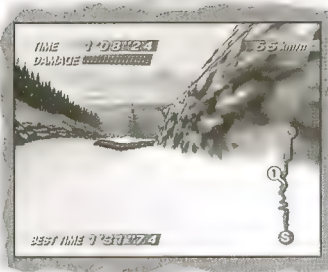
- 2 When you approach the ramp on the right, maneuver between it and the right wall. You'll have to hop up on the next level of the course. It's easy — one quick little hop with no need for any lean adjustments.



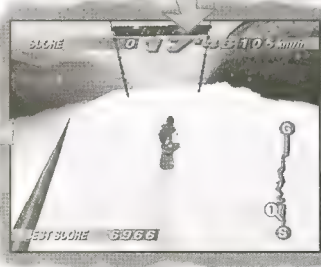
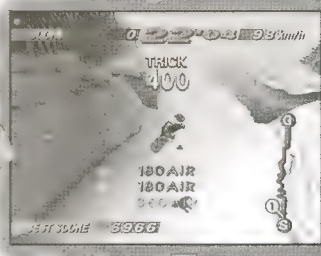
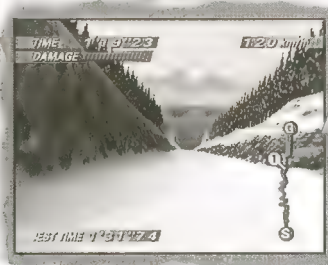


- 3 You're approaching a series of downhill turns. Take the first one to the left in the standing position and put the joystick in the Down-Left position. No need to dig it too hard here. Just keep skipping along, cutting a little at a time. Straighten it out, crouch, and get ready to do it again. Make the second turn in the crouched position. In the third turn, however, you'll have to press down and left and release the Crouch button.
- 4 Stay to the right side of the icy overpass. When it begins turning left, you could get pulled into the left wall. Make a hard turn right and prepare to take the left fork.
- 5 We had much more success taking the ice than the narrow road to the right. What makes or breaks this shortcut is the angle at which you enter the ice. Just before you hit it, cut into the snow a bit to turn toward the left wall — just a bit, don't overdo it. This gives you time to lean into a slow, right-turn power slide. When you make it to the other side, stand quickly and cut to the left.

6 Jump up to take the higher terrain: You don't want to deal with what lies around the corner from where the low road leads! Turn sharply right and avoid being pulled down into the fence on the lower-left side. You must make many small adjustments to your direction as the rough terrain throws you around here.



1 You have a few options here — stay left, right, go over, or dodge. Thanks a lot, huh? If you try avoiding them left or right, chances are you'll end up hitting the wall or pounding one of the bumps at a very bad angle. If you hit the first berm jumping with the B button, you'll come down into a smooth spot and miss a few berms. Repeat this with the next one and the one after that, and you can make it through unscathed. If you're not a good jumper, you'll really have to watch the angle of your board as it hits the berms. You always want to keep the nose slightly up while staying parallel to the surface you're about to hit.



8 The rest of the course is similar to the end of Crystal Lake. Stay left of the ramps and resist the temptation to get some air unless you're far in the lead.

CRYSTAL PEAK

TRICK ATTACK

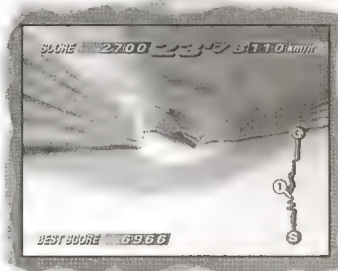
- 1 The first extension gate is at the end of the first ledge to the right. This gate will add an extra 15 seconds to your time. Don't miss that first berm on the way to the gate.



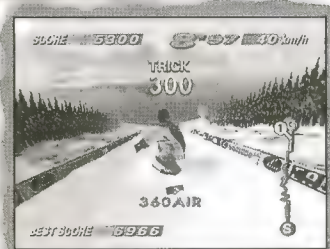
- 2 Stay right of the upcoming ramp, as you would in the Match Race. As soon as you jump to the raised ledge, veer left to add an extra 20 seconds to the clock. After you make it through the gate this drop lends itself to some great combo action.

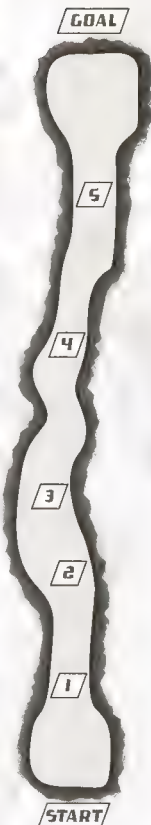
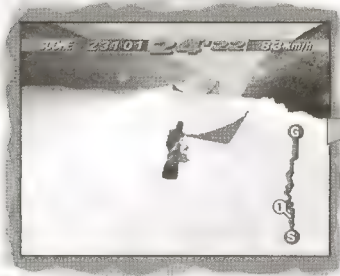
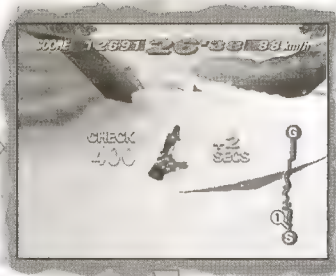


- 3 The next gate lies under the ice overpass. Take care in the sharp turns and pull off some jumping spin tricks on your way. This gate, too, awards you with 20 extra seconds.



- 4** It doesn't matter which fork you take. The next gate lies just beyond both areas around the mountain. Make it through this gate and you'll get 10 extra seconds.
- 5** The gate just before all the berms adds 25 seconds to your time. It's not easy to miss this. You must show your best moves on these bumps. This is a great area to rack up points.
- 6** Your last gate lies just beyond the yellow doorway and in front of the first ramp. Pass through this gate for 15 extra seconds. By now you should have accrued enough extra time points to give you time to play on the ramps. This is your last chance to get in some extra points, so have fun!

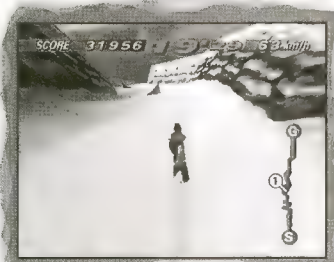
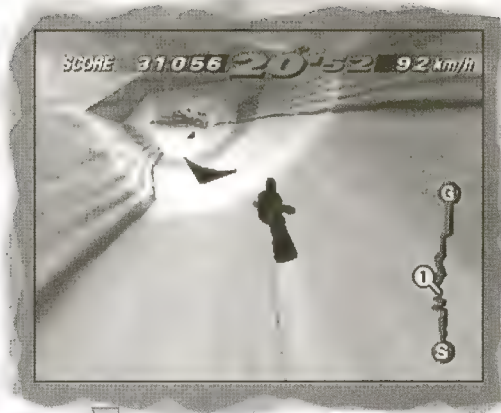




CRYSTAL PEAKS CONTEST Mode

- 1 Don't let the beginning of this course fool you. It's actually pretty easy to keep a straight line through the first few flags. Coming up on the ledge here, you might be tempted to jump off after you pass the blue flag. Don't. Cut the red flag closely so you can catch the next blue one.

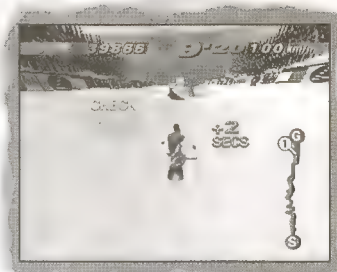
- 2 Once you learn how to jump up on the next ledge, it's pretty easy. If you miss it, though, you might as well start over. Again, you want to cut this last red flag closely. The two flags that follow are pretty easy, and as long as you keep it slow, the remaining tight corners are pretty easy, too. The tunnel is an easy place to get screwed up, so slow down before you hit it.



3 When you come out of the tunnel, you reach the fork. Yes, you can see the red flag coming up, but remember: There's ice in that there passageway. Right after the blue flag, do a hard slide to slow to a crawl before you hit that ice. Keep tight against it, and make a beeline for the upcoming flags. This part was a killer, at first, but this is how we beat it: Just as you pass the blue flag, start bearing right. You'll slide on the ice at first, and then catch at the edge of the snow. Keep cutting right to make the next flag, then cut quickly left.

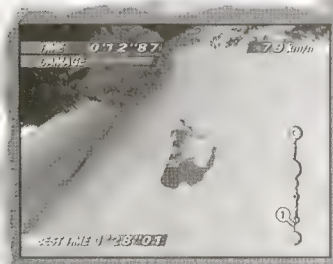
4 Jump up on the next platform, and make sure that you cut that red flag nice and tight. Make it through the next three, and then slow down before the moguls. If you take 'em slow, you'll see how the path is carved to make the first three really easy. You'll have to take a jump to make the last red one, but you'll be all right.

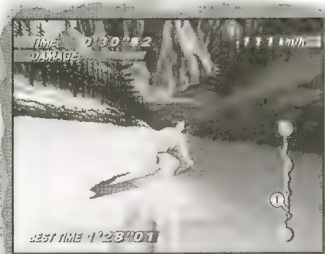
- 5 The next few flags are pretty much a straight line as you go through the overpass. For the upcoming jumps, just hit the center of each ramp. It's that easy! After the last ramp, your grandmother could take care of the last two flags. You're home free!



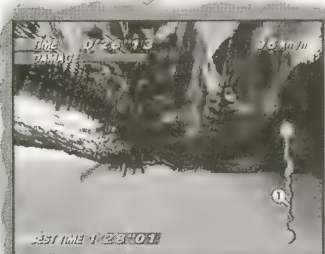
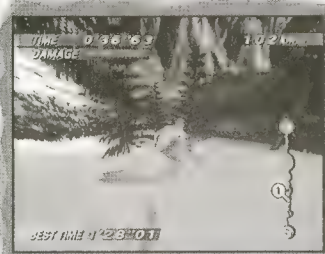
GOLDEN FOREST MATCH RACE

- 1 Take the right turn at the fork. Straighten up to make the turn or you *will* plow into the divider. After you've made it around, begin crouching again until you reach the left turn. You should really cut into the snow here. If you get up on that right wall, it may take you forever to get back down and on your way again.

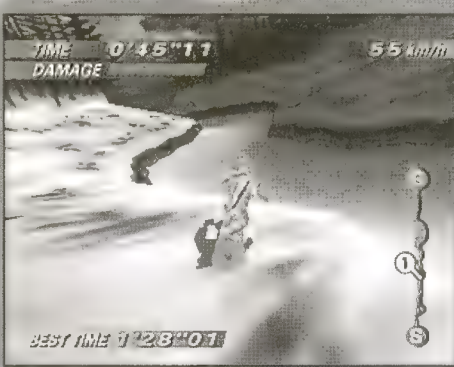




- 2** Keep left of the first log and jump the second one.



- 3** A path cuts through the middle of the trees. If you go directly down the center you'll probably hit all of them.



- 4** Again with the right-fork stuff! After you get really good you'll want to jump over the first right turn and land into the first left turn. For now, stand up and maneuver through those turns as if they were gates.

- 5 If you know you can make it, then go for it! Otherwise, stay clear or you'll end up bashin' your melon on it, losing precious seconds.



NOTE

Tips 6-8 concern the choices you can make at the fork.

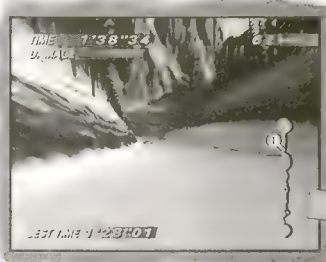
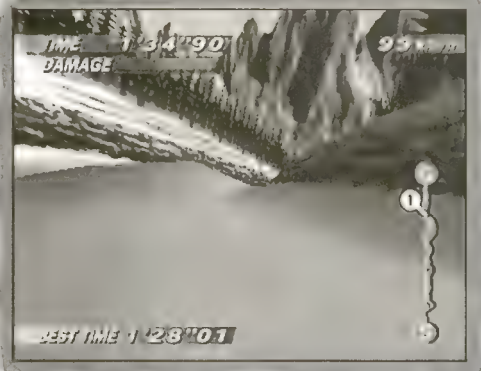
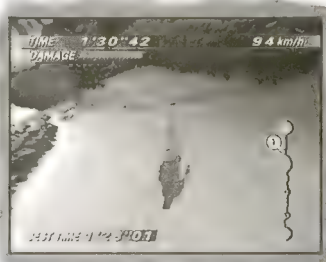
- 6 Cut hard to the right, ride down the ice river, and fall (do not jump) between the right wall and the jutting rock. Pull back a little on the joystick and hit the ground right where the snow meets the ice: When you land on the ice, you really *hit the ice!* Straighten her out and aim left.



- 7 If you jump right up the middle and keep heading slightly left, you'll find a fallen log you can scoot across to end up in some soft snow. If you miss it, though, watch out!



- 8** If you don't turn at all and follow the path, there'll be a couple of logs to avoid. One is after your noggin and the other is after your toes. Pass that and make a sharp turn right to end up on the ice river anyway. We don't recommend this route for speed.



- 9** When the course turns to the right again, take the soft snow up on the right ledge: No need to jump here. This will keep you from stumbling over the small rock ramps, and is actually a shortcut. Whenever it's neck-and-neck here, the one up on the soft snow always gets ahead.

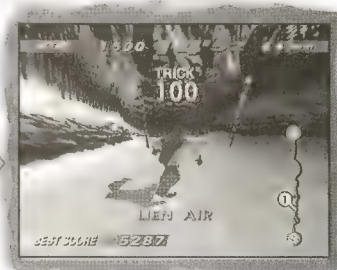
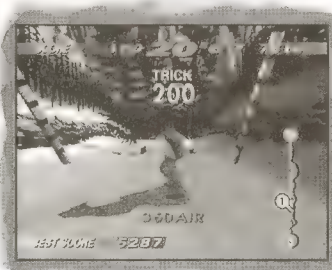


- 10** The last sharp right is a tough one. No matter how slowly you go around that thing, you'll always head for that wall on the left! Try cutting deep into the snow, as if to stop, just before the first turn. Now crouch, make that hard right, and begin straightening up for the finish.

GOAL

GOLDEN FOREST Trick Attack

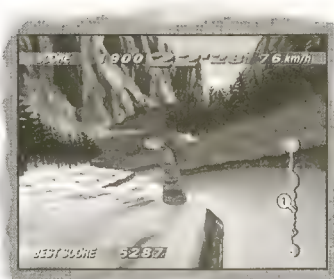
- 1** The first two gates in Golden Forest will give you the same amount of time — 20 seconds. Which you choose is up to you, but you'll get more trick opportunities if you take the right-hand fork.



- 2** Dodge the log on the right, jump over the one on the left, and pass through the gate to gain 10 extra seconds before entering the forest.



- 3** The gate before the fork will give you 10 more seconds. Take the right-hand fork. If you go left you'll miss out on a few good snow mounds!



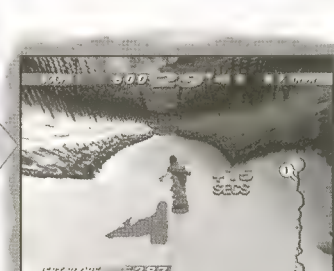
- 4** The next gate lies at the base of a fallen tree. You don't have much choice: Take the leap! This gate will give you 25 extra seconds to make it to the next one.



- 5** At the next fork it won't matter which way you go, because the next gate is on the iced-over river ahead and all routes lead there, anyway. Taking the right-hand fork and jumping off the ice ledge may improve your chances of pulling off a mean combo.



- 6** The last gate just beyond the two rock ramps on low path will give you 15 more seconds to make it through that final woolly turn. Make sure you take advantage of these rock ramps.



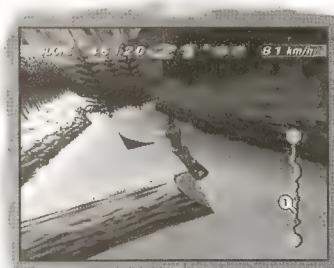
GOLDEN FOREST CONTEST



- 1 The first few flags in the narrow tracks will be tough. This is why the better choice in the contest race is one of the slower boards. The faster boards will send you way too fast to make the turns. Cut sharply on the fourth flag and do not go into the powder on the left or you'll miss many a flag.

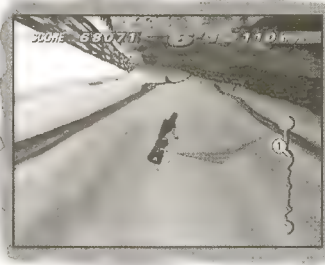
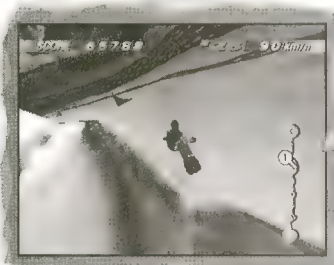
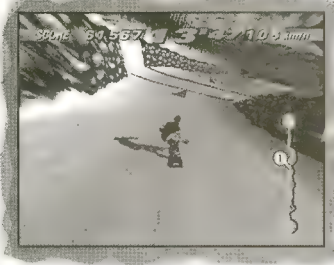


- 2 Careful of your speed through the banked turns. If you get going too fast, you'll be sorry. Just pull back between flags and slow yourself down. When you reach the tree area, stay out of the powder unless you're going too fast and want to slow down. You must get to the right to make the blue flag there, though.



- 3 What the...? Who put these logs here? Oh, well, you can handle it. Take it slow and to the left, as you usually would, and then cut quickly right as you jump the second log. When you land, make sure that you're headed slightly downhill, or at least level. Stay to the center-left as you come up on the powder.





4 Powder! Trees!
Chances are, if you stay right in the middle, the ski patrol soon will be carting you down the mountain. Stay just left of center; that way when you come out you can make the red flag so conveniently located there.

5 As you come into the fork, stand on the brakes a little. The flags come fast and furious here, and the first couple can mix you up. Remember that you can slide and jump off the upcoming log — or crack your noggin, if you don't watch out.

6 Usually, you'd take the ice track to gain time. Do this in Contest mode, however, and you're for in a world of hurt. If you feel comfortable with it, line yourself up with the first blue flag and jump the ice altogether. The next red flag is easy to see, but when you go around it, cut quickly right to find the flag almost hidden in the powder and trees.

7 Just before you reach this part of the ice track, slow down again. Aim just right of the blue flag and, even before you pass

it, start cutting to make the following red one. If you start sliding away from the red one, let it go and make sure that you hit the next blue one. This is the toughest part of the course.

- 8** You're almost home free! Just a few murderous turns to go. For the most part, you want to stay off the rocks and just try to make your next flag. If you're feeling cocky, though, take some jumps and take your lumps. Remember to lean forward on this part of the course if you do end up airborne.

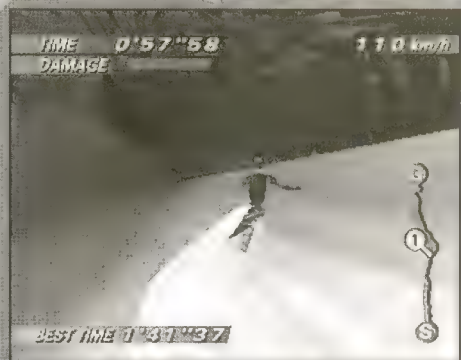
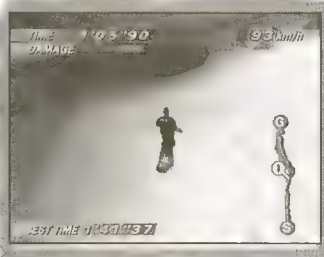
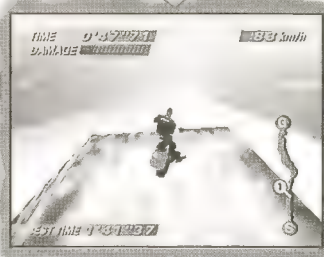
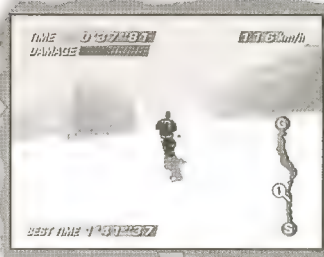


MOUNTAIN VILLAGE MATCH RACE

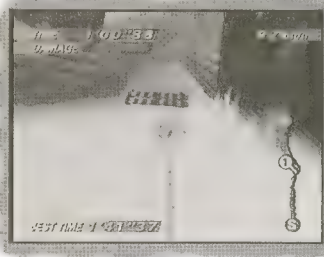


- 1** Maneuver through the first set of turns until you see a path leading up to the left and one that cuts through the chasm to the right. If you feel lucky to have made it this far, take the right path. If you want a straighter shot at getting through the cabin ahead, take the left, high path. Don't crouch up there; you'll need all the control you can get to line up for the jump. And don't fall onto the ice on the left or back onto the path to the right. This is one of the times it may be better to jump than to stay on the ground. There are a lot of berms ahead to avoid.

- 2** After jumping through the building, go between the two boulders and then over the following rock-ramp directly in your path. This saves you having to slow down and go around. We also had better luck making the next turn from that vantage point. Pull back in midair to match the angle of the ground before you land in this turn before the tunnel.



- 3** You may choose from among a few path combinations to get through, but this one will get you ahead of your opponent: Stay to the right the whole way. If you take no left turns, you can find the area where the ice road begins. You can crouch through most of the tunnel to increase your speed, but halfway through there's a raised left turn where you'll probably bash your skull on the low ceiling. Just before the raised turn, standing up as you briefly dig the board into the snow should slow you enough to keep you from wiping out. As you approach the drop-off near the roadblock, keep your body turned toward the direction of the road and pull back to parallel the angle of the soft snow below.



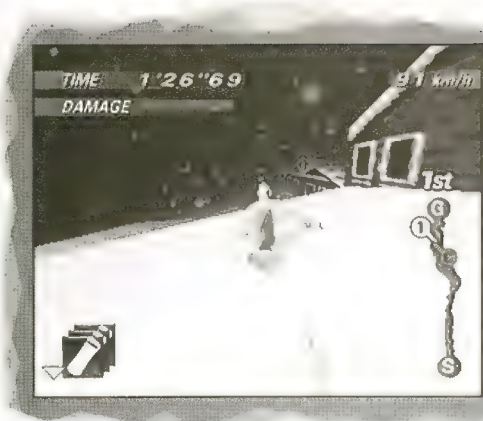
- 4 If you choose to go left around the barricade, or over it, you'll need a few practice runs to make it without blowing it. Once you're on the Ice Road, remember to react and prepare early for the turns. On the last turn left, stay as close to the left wall as you can.

The guardrail on the right is out to get you! You must turn right through the opening in the rail and then speed down the hill.

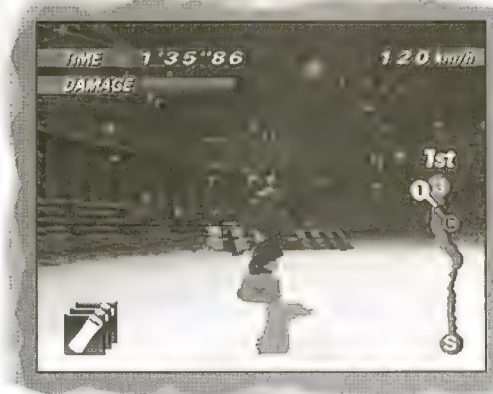


- 5 Avoid the signpost and the mound with the two shovels stickin' out. Bad news! Again, stay to the right as much as possible until you reach the goal. Start working your way toward the right canyon wall after you pass the first house. Go between the house and the right wall.

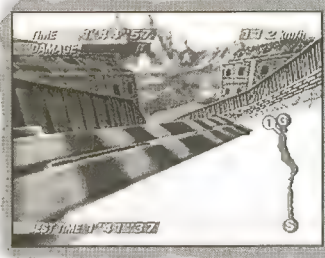


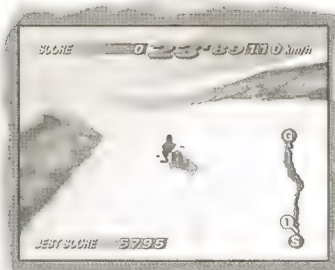


- 6** Stay on the soft snow between the road with the buried red car and the houses on the right. After you pass three houses, turn right again and head for the path that leads between a gray stone building and a tall stone-and-wood fence. Turn to avoid the wall and prepare to turn right, back onto the snow path.



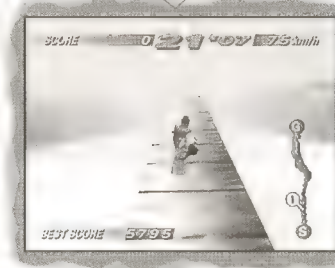
- 1** You have little choice now. You'll probably hit that barricade (unless you have the Ice Man, who can cut sharply enough to avoid it; see Chapter Six, "Tips and Hints"). This is the fun part. You can't blow it until you land. You'll have plenty of time to readjust yourself in the air. You'll work your way right, push up, and angle to bring the nose of the board down to match the angle of the ground. It's not as bad as it sounds! This is the quickest route.





MOUNTAIN Village TRICK ATTACK

- 1 The first gate, hidden left side of the dividing ridge before you get to the ramp cabin, will give you an extra five seconds.

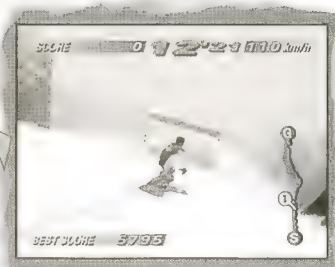


- 2 Make a hard right turn after passing the first gate to make it through the gate in front of the ramp cabin. This gate will award you with 15 extra seconds. Try to pull off the 1080 at the end of this ramp!

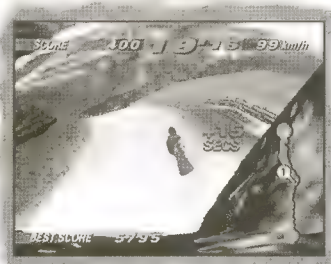
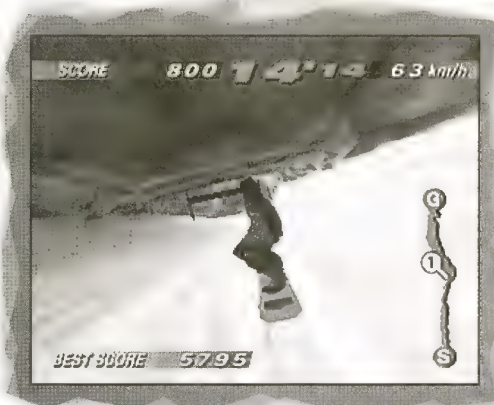
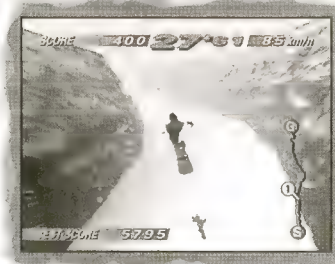
- 3 If you take a left at the huge rock at the end of the last jump, you'll find a gate that will add an extra 20 seconds to your time.



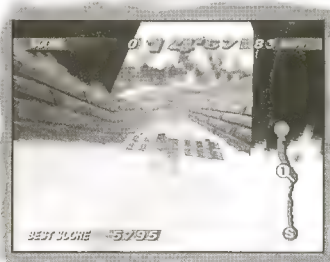
- 4 If you take a right turn at the huge rock at the end of the cabin jump, you'll find another gate that will add 20 seconds to your time. This one has a rock ramp at the end of it! You know what that means...

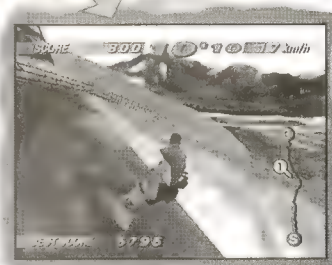
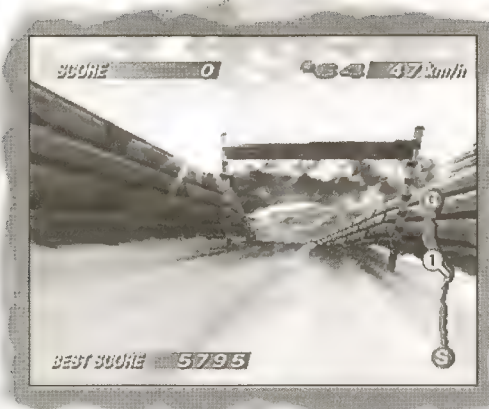


- 5 The next gate in the cave entrance will give you an extra 15 seconds to make it out! No matter which way you go through the tunnel, a gate awaits you. Stay low and watch your head!



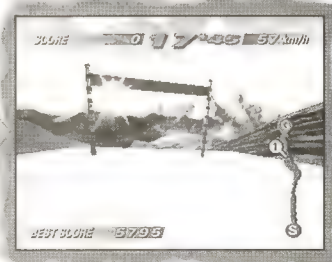
- 6 If you made a left in the cave, you'll end up here, at a 15-second gate. Too bad, you should have gone the other way.



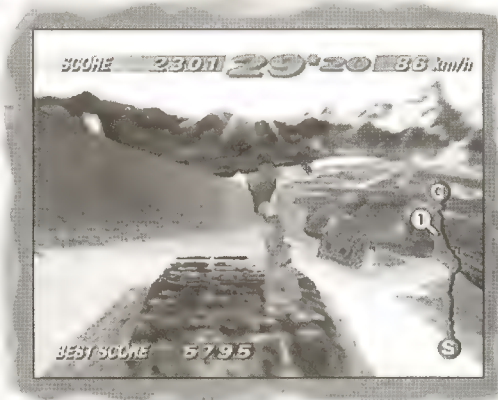
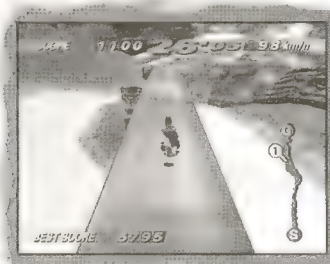


- 7 If you made all right turns in the ice cave, good for you! A 20-second gate lies at the beginning of the ice-covered road.

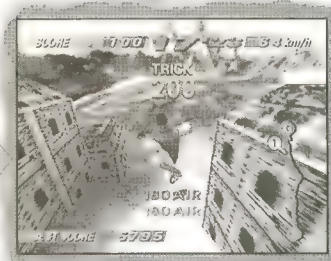
- 8 Make a right turn through the opening in the guardrail. Pass through the gate at the base of the snow mound to win an extra 25 seconds. Watch those shovels; they can be cruel.



- 9 The gate at the end of the embankment directly in front of the shovel jump will give you just enough extra time to recover from the fate awaiting you at the end of this jump — five seconds.



- 10** If you turn right between the two big brown buildings, you'll find a barricade that will launch you into orbit! Combos!



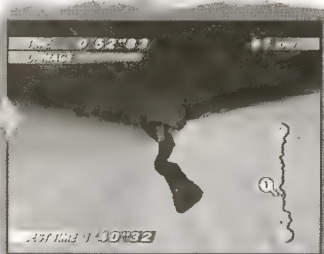
- 11** The last gate lies left of the houses and just before the buried red car. This gate will give you 20 seconds to make it through the rest of the course.





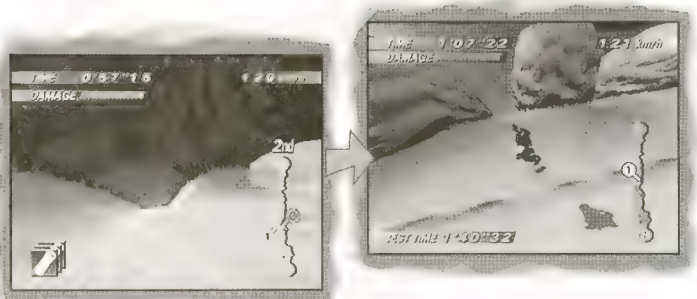
DRAGON CAVE MATCH RACE

- 1** The first three turns are hairy! Stay on the course at all costs. On the second turn you'll really have to be careful and dig in deep on your right turn. Do everything in your power to maintain control on the fourth turn, near the bridge. Carefully align yourself to enter the bridge straight on. If you miss the bridge, you'll lose valuable time as you struggle to get through the opening.



- 2** When you're across the bridge, stand up! This will give you more maneuverability to make it through the zigzag mountaintops. Then take the left fork and work up some speed. At the end of the cliff, push the Jump button to launch into the ice tunnel.

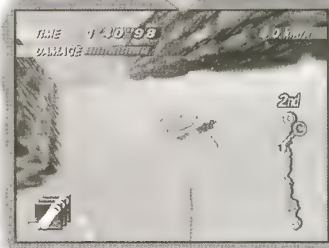
- 3** In the cave, stay to the left or you'll have entered in vain. When you exit, pull back about 45 degrees to hit the upcoming ice mound and avoid wearing your boots around your neck. Stay left until you reach a sharp turn right that leads to the next bridge.



- 4** This race is usually neck-and-neck to this point. This jump can make you or break you! As you approach the end of the bridge and go off the ledge, don't use the Jump button. Pull back slightly on the joystick to adjust your lean to the angle of the snowy ground below. If you can make this one, you're guaranteed victory.



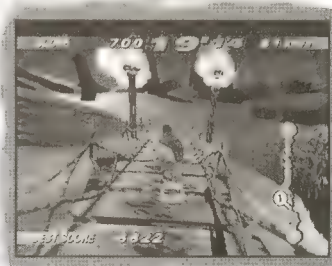
- 5** After the bridge jump, forget following the turns in the road. Just plow through the embankments and adjust your lean to the road's changing angles. Head for the house. As tempting and cool as it may seem to ride the guide wire from the house to the hill, we suggest you go around the house to the right. Coming down off the hill can destroy all your efforts to this point. Going around the house gives you a quicker and straighter shot at the goal.



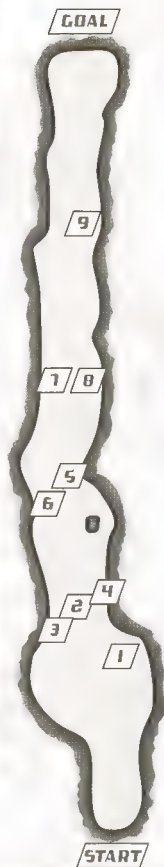
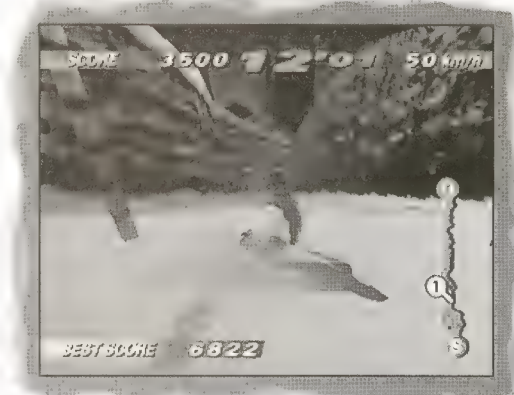


DRAGON CAVE TRICK ATTACK

- 1 Wind around the sharp turns; don't try bailing off one of these steep cliff sides or you'll never make the next gate. The first gate, on the third turn, gives you 30 seconds to reach one of the next three gates.
- 2 The gate at the end of the bridge on the hill is a 15-second gate. Not much room for tricks up here!



- 3 The gate at the lower left of the bridge is also a 15-second gate. You have a bit more room for tricks down here, but you could lose time trying to get to the next gate.
- 4 The gate at the lower right of the bridge is also a 15-second gate, and the same goes for this area of the course: There's a bit more room for tricks, but you could lose time trying to get to the next gate.



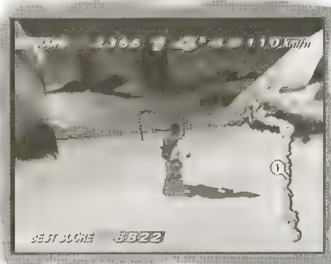
- 5 This is the next gate if you didn't follow the upper path through the cave. This gate awards you with 20 more seconds. You'll find a lot of little areas and levels to perform some awesome tricks down here.



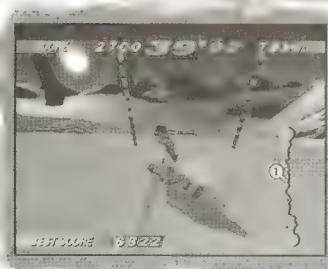
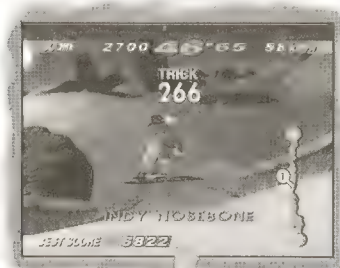
- 6 If you take the high road, eventually you'll come to this gate. The gate in middle of the cave hands out 20 seconds to whoever takes it!



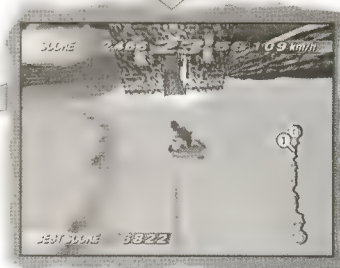
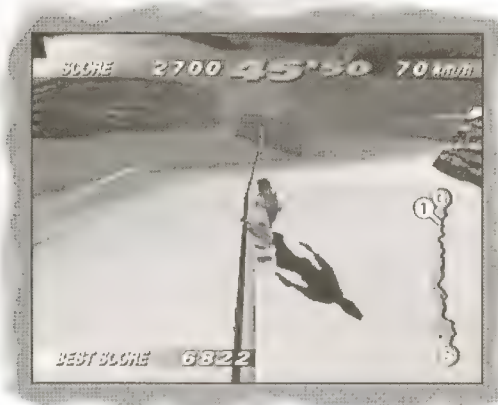
7. If you passed through the cave, you'll probably hit this gate on the left. It's a 30-second gate.

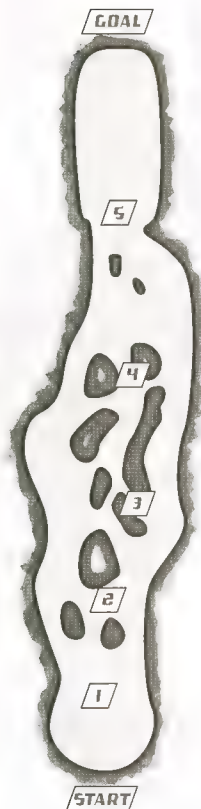


- 8 If you missed the cave, you can hit either of the gates down here and have a chance to pull off some nice grab tricks on the way down. The one on the right is a 30-second gate, as well.



- 9 The last gate lies in the road between the house with the guide wire and the last bridge. Pass through the last gate and earn 20 more seconds of fun and games before you make it to the goal.





DEADLY FALL MATCH RACE

- 1 Ain't it beautiful? This course is huge! The two-player option here is a riot. Because there are so many routes to choose from, we'll take one the hidden characters always take. Begin with a head start at '1,' and then immediately lean back to avoid landing on your face.



- 2 Stay right of the divider and left of the mountainside. Uh... just follow the other guy! Keep a straight-ahead course until the dividing hill on the right fades into the ground. Keep going forward until the ground leaves your feet and you land safely in the snow without making any lean adjustments. Don't turn, but head for that huge mountain far in the distance.

3 Don't alter your course. Keep heading toward that mountain. You'll see a clearing — a drop-off — ahead. Aim for the center of the protruding rocks. You're off! You're flying! You... you have to land! Don't adjust your forward or backward lean at any time during your flight (but you may reach above your head and pull down an oxygen mask and use your seat as a flotation device). If you do tricks, make sure you're just as level as when you left the planet earth. Shoot through the icy half-pipe and depart at the farthest point possible.



4 When you come out of the icy half-pipe, head over the cliff, gripping any ground possible to throw you to the right. Adjust your board angle down and get ready to maneuver between those big boulders when you touch down. As soon as you go between the boulders, watch for your first opportunity to veer left and head between the two frozen forests.

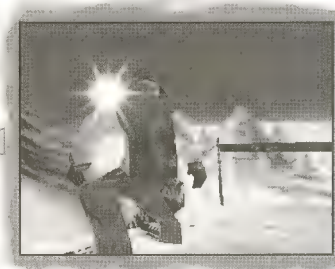




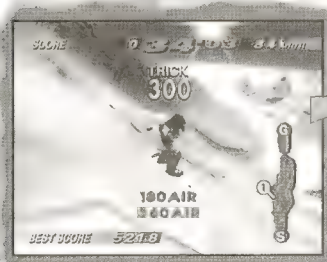
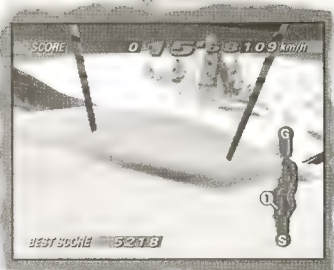
- 5 After you clear the little forest area (and naturally veer a little farther left to avoid hitting the wall of trees on the right), you'll approach the final course obstacle. Over the hill lies a huge ramp surrounded by what seems to be an alien monolith rock formation — or maybe just some random act of Mother Nature. No matter what it is or where it came from, it's in the way! Should you forget about the whole ramp thing and go around? No! That's what the secret characters always do and that's why you can beat them. It takes practice, but you can swing in there and hit that ramp and be on your way to the goal while Ice Man, Gold Boarder, and Panda are making snowcones or something down there. After you unlock the Expert courses, you can go to Time Attack mode and practice this move.

DEADLY FALL Trick Attack

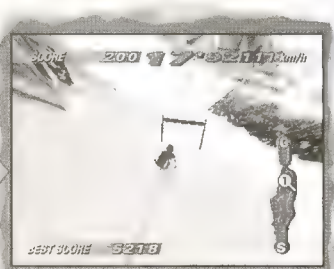
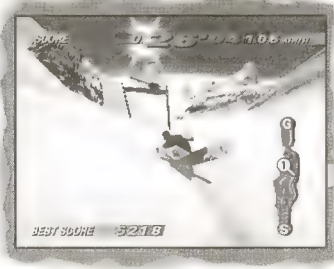
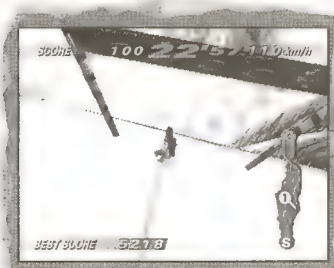
- 1 When you start this course, pull back on the joystick at the first little drop to keep from eating snow! The gate to the right where your race opponents would travel is a 20-second gate. This is still the best way to go.



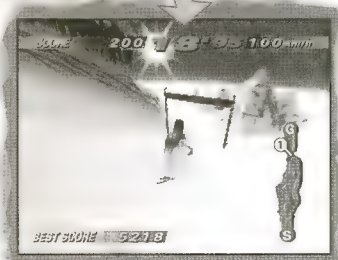
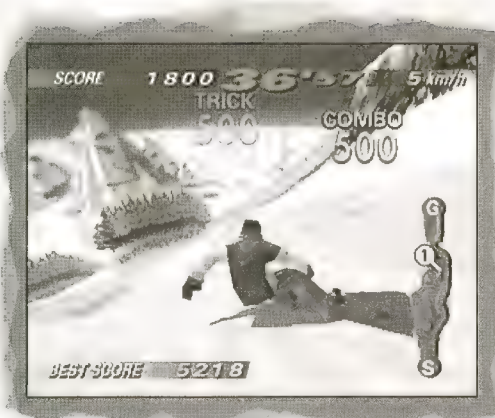
- 2 If you ventured left off the beaten path you'll reach this gate first. This is a 20-second gate. Going this way may cause you to spend more time looking for gates than performing the needed air tricks you need.



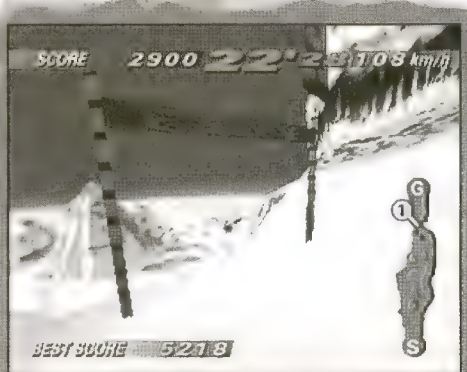
3. Twenty-second gate, the last gate you'll see until you find the end of the ice half-pipe. Get some tricks in, but don't dillydally: You've gotta reach the end of the half-pipe if you want to continue this event!



- 4 Here's where you can make the points — jumps like these! Hit the gate, get 20 extra seconds, and keep on scootin'. Keeping your board as level as the moment it left the earth is the key to stomping this jump.

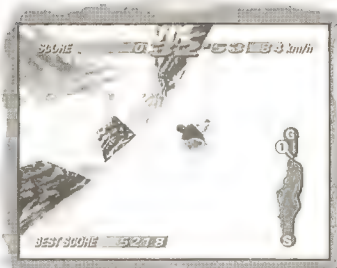


- 5 At the far end of the icy half-pipe you'll find a 20-second time gate. Head toward the middle of the frozen "oasis" to discover the next gate.

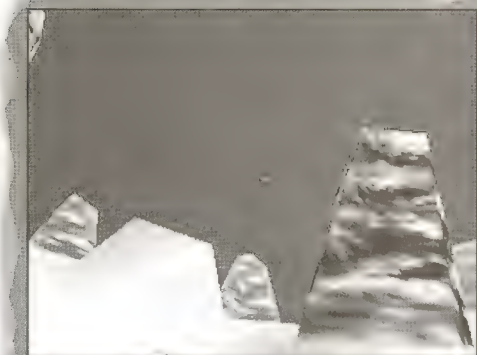


- 6 If you stayed to the right side of this massive level, you'll find this 15-second gate eventually. It could be your last if you don't make it up the big ramp at the end of the course.

- 1** If you stayed to the left side of this enormous level, inevitably you'll find this 15-second gate. It could be your final gate if you don't make it up the gigantic ramp at the end of the course.



- 0** This is what it's all about, ladies and gentlemen — the big jump! It takes some practice to whip around the pillars blocking this jump, but once you nail it, there's nothing like it. (OK, that half-pipe jump wasn't too shabby, either.) The gate on top is worth five seconds. Let's see your best 1080!



Chapter Six

Tips AND HINTS

Hidden Characters

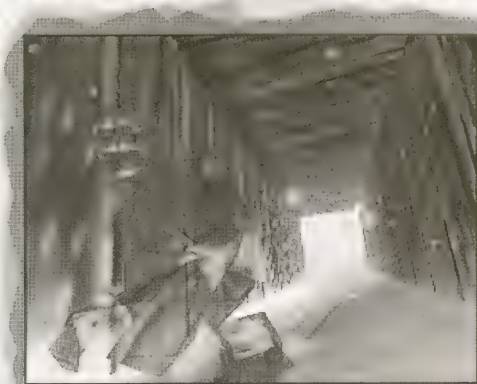
Ice Man

Beat the Match Race game in Expert mode with any rider, and you'll unlock the Ice Man! This clearly is the same guy you went up against in the Deadly Fall course. There's no need to try to beat the game without using retries — unless, of course, you want bragging rights.

So, where is this "Ice Man," you ask? To play as any of the hidden characters you must know the code! To get the Ice Man, go to any mode from the Options menu and scroll to Akari Hayami.

Zoom in to the screen with the player's stats displayed. Press the yellow C-Left button, let go, and press the blue A button. If you did it correctly, you'll see a picture of the Ice Man in place of Akari's on the Board Selection screen. Now choose any board and any course and have at it!

Ice Man Abilities (Top Speed 116 km/h)



The Ice Man glides through tunnels smoothly.

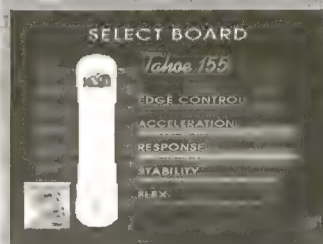
Zoom level 1.



Zoom level 2.



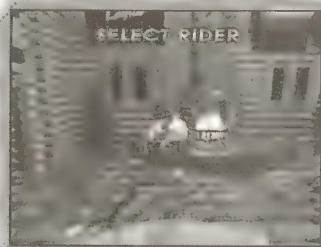
The Ice Man!



The Ice Man is heavier than human riders, which affects his handling. He'll stick to turns without sliding as much and, because of his weight, the Ice Man will land sooner when hitting a berm or ramp. Although his top speed is slower than some other riders, he can overtake any rider in the turns. Until you get the Gold Boarder or the Panda, nobody will beat this guy. We actually pulled off a 1080 from a standstill jump with the Ice Man!

GOLD BOARDER

To unlock the Gold Boarder, you must beat the game in Expert mode using the Ice Man (not hard). Once you've done that, go to the Rider Selection screen in any mode and view Kensuke Kimachi.



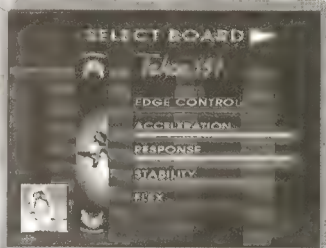
Zoom
level 1.



Zoom
level 2.



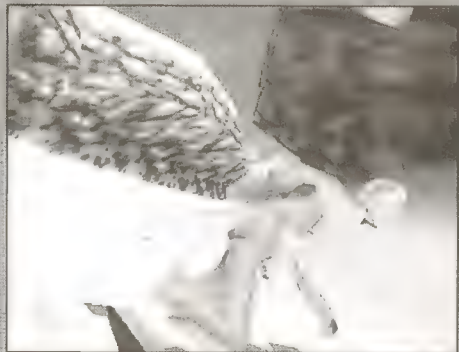
Advance to Kensuke's statistics screen and press the yellow C-Up button. Now let go and press the blue A button. If you did it correctly, you'll see a picture of the Gold Boarder in the place of Kensuke's face on the Board Selection screen. Now choose any board and any course.



Who won the Oscar?!



Careful!
The Gold
Boarder
often
struggles
in sharp
turns.



The gold guy is a lot heavier than the Ice Man but with Dion Blaster's speed! He handles like a tank, but is a little floaty in the turns. His standing jumps are a little low, but still, this boarder rips! Now go back and beat all your best times.

THE PANDA

To unlock the Panda you must come in first place on all the courses in Time Attack and Trick Attack modes. After you beat all EAD's scores, go to the Rider Selection screen in any mode and view Rob Haywood.



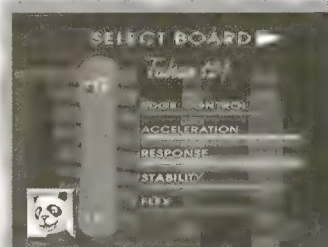
Zoom
level 1.

Zoom
level 2.



Go to Rob's statistics screen and press the yellow C-Right button. Now, let go and press the blue A button. If you did it correctly, you'll see a picture of the Panda in place of Rob's face on the Board Selection screen. Now choose any board and go to Training mode to learn those Panda tricks you were wondering about.

PANDA Abilities (Top Speed 111 km/h)



We always knew he was an animal!



The Panda looks cute, but is a slow rider.

The Panda's handling is similar to the Ice Man's. He's a little slower but has a good edge control. He also makes some darn cute noises when you jump him, and even cuter ones when he lands on his bear butt. You can learn his special moves in Training mode.

PANDA Special Tricks

- Front Flip: R button + up on the joystick
- Back Flip: R button + down on the joystick.
- One Foot: D on the joystick + B button.
- Panda Tweak: R button + clockwise turn on the joystick starting from the up position. Let go, and then press the R button + right on the joystick. The opposite moves will perform the opposite turns.



Front Flip



Back Flip



One Foot



Panda Tweak

PENGUIN BOARD

When you've stomped every trick in Training mode (all tricks are colored red), you can access the Penguin snowboard. Go to any mode of gameplay, choose a rider, and then go to the snowboard wall and pick the Tahoe 151 board. Nothing will change on this screen, but when you go to race, you'll be riding a *penguin*. Be sure to ride goofy foot, or the poor little guy will be headed backward. Who knows *where* the snow could get stuck?



You can cut some tight turns with the Penguin board.

Other Tips

Quick Start

When you get to the starting gate and you hear that voice booming "Ready?" listen for two beeps. When the third one should sound, jam the joystick forward. Your character will jump ahead right from the start. Keep practicing, you'll get it.

Alternative Views

While racing, press the yellow C-Down button to take a quick peek over your shoulder. Is that Dion behind you? Better get a move on. Other views available include third- and first-person view. Third-person view is critical in Contest mode, to give you a better view of upcoming flags. First-person view is great for testing out that Dramamine.

Bounce Off Anything as Long as Your Angle Is Right

Unlike some other snowboarding games we've played, *1080°* doesn't limit you to riding just snow. Even cliff walls are fair game, if you hit them at the right angle. So take time to explore! Bonk a few roofs, logs, whatever...

Get Up and Go!

After a nasty spill, get going again as soon as possible. If you've already mastered the Quick Start, you probably have this one figured out already. As soon as your character takes his or her feet, jam the joystick forward to lurch back into the action.

Angle of the Dangle

If you're doing too many butt landings off your ramps and jumps, take a look at the board angle. Pull back and forth (and sometimes sideways!) on the joystick to make it match the angle of the snow you're about to land on. Even the most awe-inspiring spin tricks will gain you no points if you land on your gluteus maximus.

Contest Mode

Each flag you miss in this mode will cost you a couple of seconds plus 500 points. After you miss a flag, the next one is worth only 100 points and then climbs consecutively back to 500. So? *So do the math!* For each flag you miss, you lose out on 1500 points! Points are what this mode is about, dude. Even if you have to take a digger to make a flag, do it! With no damage meter, you must take advantage of this.

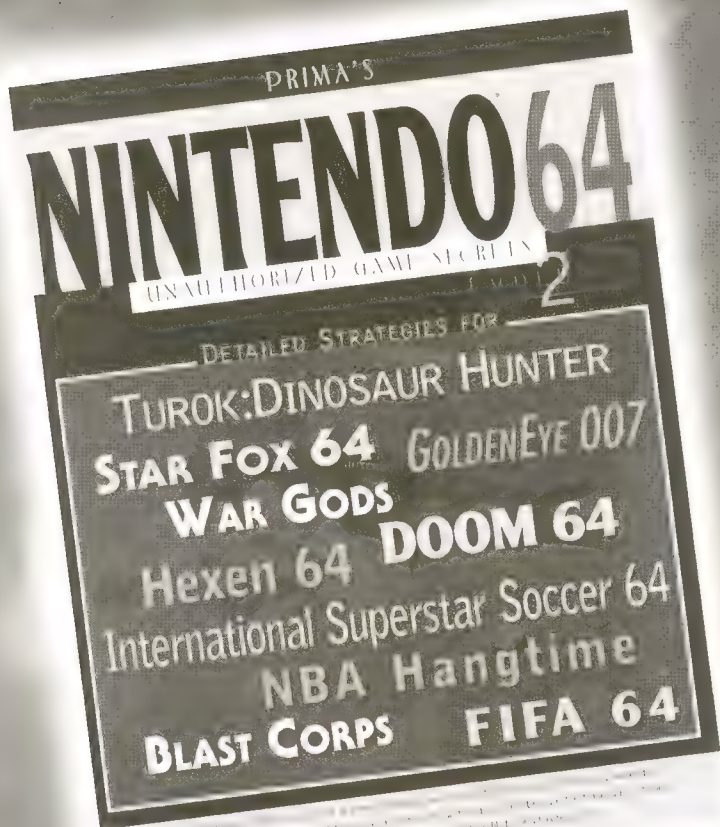
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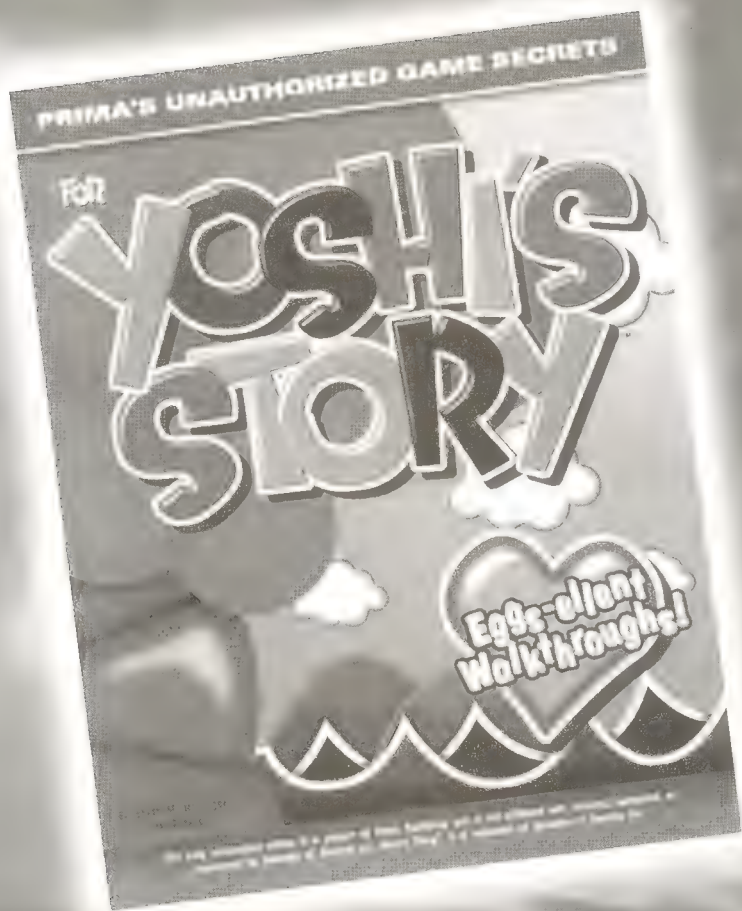
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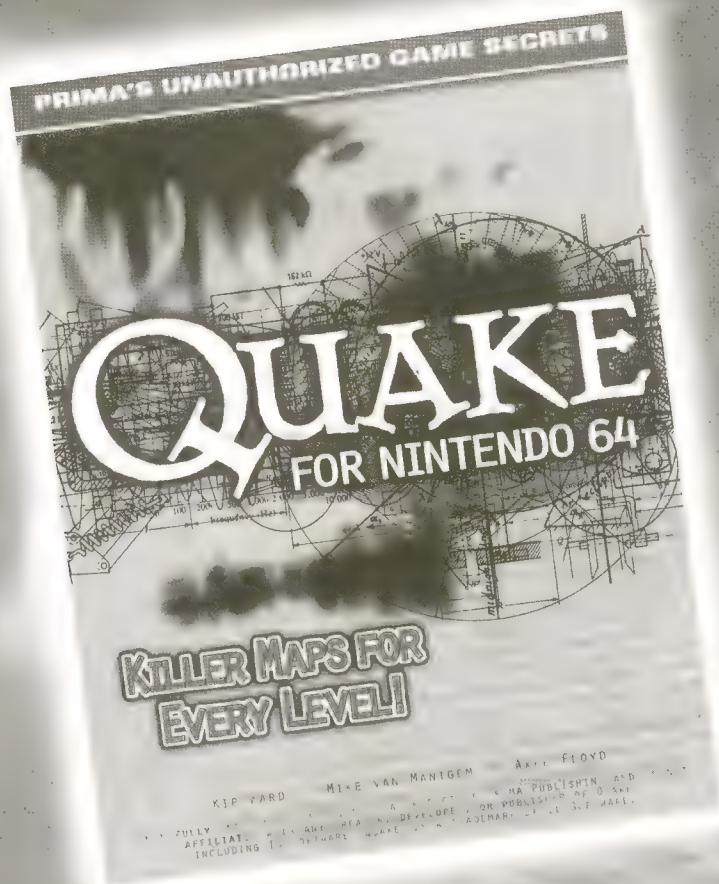
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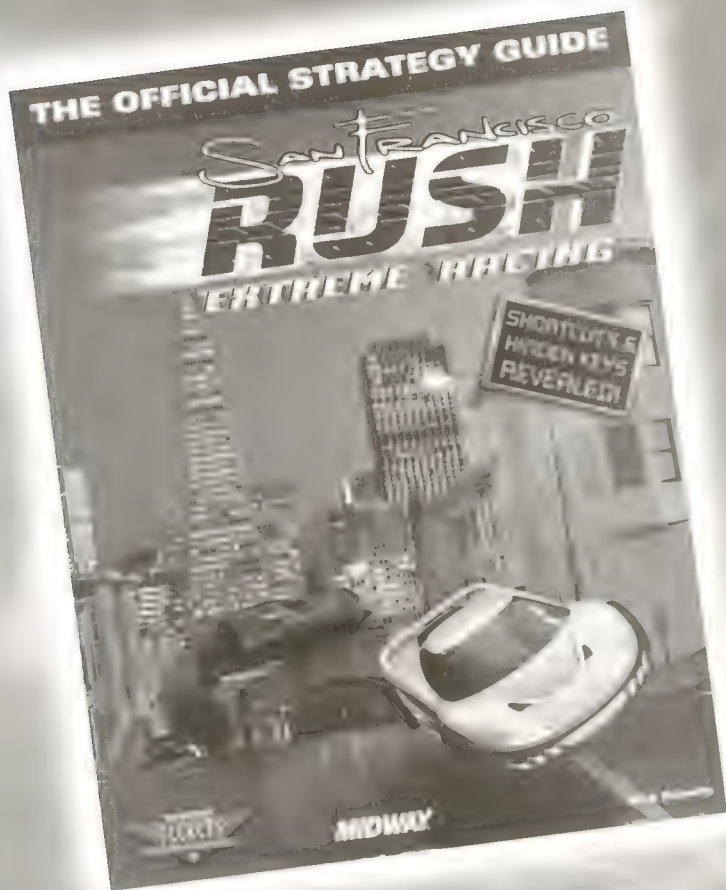
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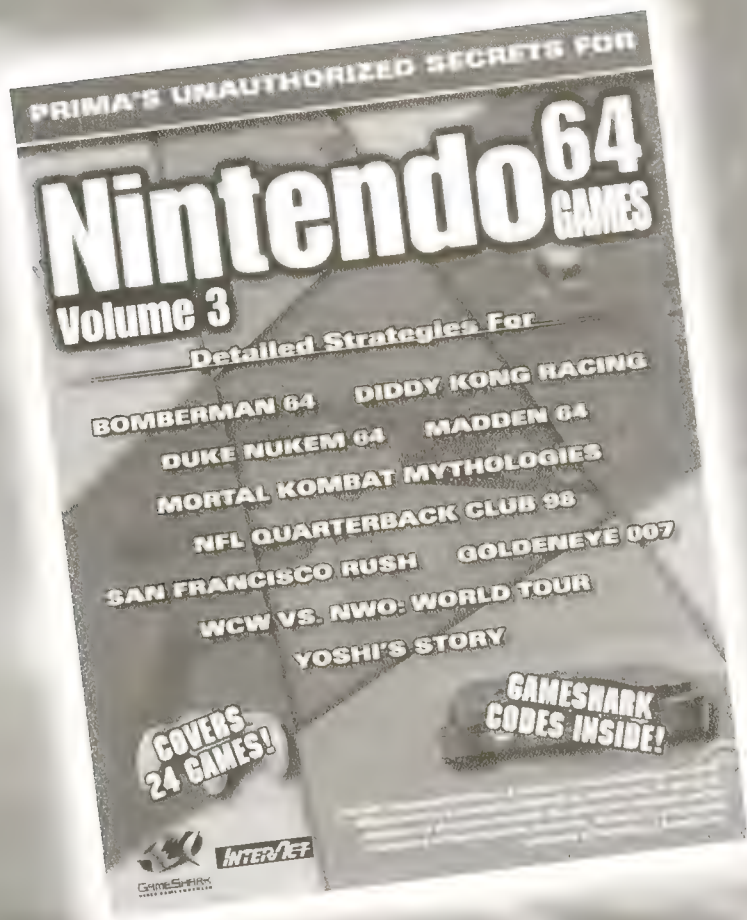
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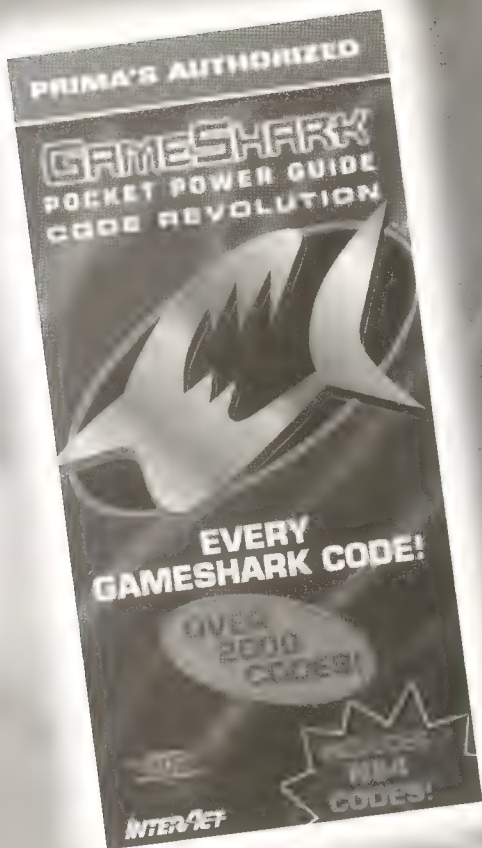
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